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**GOLF ROUND DATA SYSTEM WITH
CELLULAR TELEPHONE
AND PLAYER HELP FEATURES**

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GOLF ROUND DATA SYSTEM WITH CELLULAR TELEPHONE AND PLAYER HELP FEATURES

Field of Invention

The present invention relates to the game of golf, and more particularly to an improved golf round data system for collecting, storing, displaying and analyzing information both during play and after play is completed.

Background

Golfers playing a game of golf try to maintain a consistent swing and adjust the distance the ball travels by choosing the correct club. They desire to choose the correct club to advance the ball toward the cup on a particular green without overshooting the green or putting the ball into a hazard area such as water, trees or a sand bunker. In order to accomplish this they need to know their present distance from the green and the expected result of applying their personal playing skill to each of the clubs they carry. They typically use their estimate of distances and recollection of past performance. to choose a club which they think will safely advance the ball. Players often want to choose a club which limits the distance the ball will travel to keep it on the near side of a course hazard. Distances are not easy to estimate accurately and players sometimes choose a club which drives the ball too far and puts it beyond the target green or into a course hazard.

Accuracy is also not easy to estimate from memory. Players sometimes attempt to advance the ball to a position between course hazards when in reality their skill level makes a successful outcome unlikely. An important function of professional golf caddies is to offer players distance and game strategy advice to aid these distance and accuracy decisions. Players also desire to play continuously without being delayed by unusual slow players ahead of them on the course.

A previous golf round data system in U.S. patent 5,740,077 teaches a system which efficiently gives course distance information, collects shot accuracy and distance data with each of the player's clubs, paces play to discourage slow play, and displays performance data after

the round is completed. It depends upon the player's memory of his past performance and skill to choose the correct club while playing. The previous golf round data system also needs some local external computer capability to load in course data before play, receive and process round data after play, and produce skill and performance information for the player. The golf round data system in 5,740,077 uses a special purpose unit which has no other function. It also requires the player to press a button to indicate that each stroke has been taken and data should be recorded. This earlier system does not let the player specify the intended direction of the next stroke.

A golf computer device in U.S. Patent 5,507,485 teaches displaying the layout of the hole being played on a handheld graphical display but limits the displays to a series of predetermined scenes centered on the hole's fairway as play progresses.

Objects and Advantages

It is the object of the present invention to provide an improved golf round data system which eliminates the limitations of the previous system. Recent improvements in cellular telephones, the global positioning system, and graphical display are employed.

This new system can use a graphical display to show the player the probable distance and accuracy result of a stroke to be taken using a selected club and present skill level. The display shows the current hole being played, the current ball position, the intended direction of the next stroke, and the probable result area within which the ball can be expected to lie after a stroke taken with the selected club. If a course hazard is within the probable result area the player can adjust club selection or intended direction to obtain a more favorable result. As play on a hole progresses the display changes to show the features of the hole between the player's present position and the objective even if the player is outside the fairway. After reaching the green the display can aid putting by showing the forces tending to make the ball break from a straight line to the cup.

This invention also allows course layout information and past player performance data to be loaded into the hand-held unit via a cellular telephone call. The results of past rounds can also be shown directly on the graphical display. These features permit this new golf round data

system to be used without access to a separate local computer. The combination with cellular telephone permits a hand-held unit with utility beyond the golf game. Since cellular phones will soon be required to have location capability to facilitate emergency calls it is relatively easy to include golf round data collection features in a hand-held cellular telephone.

The system also can automatically detect strokes taken and clubs used to collect round data without the player having to remember to do anything to make it happen. Each of a player's clubs can be equipped to emit a signal when they are used to stroke a ball and the new golf round data system hand-held unit receives, interprets and registers these signals. The player would still be responsible for entering penalty strokes since they do not have a club physically striking a ball.

A further feature of the new system is that after the round is complete the data can be uploaded to the player's unique file area on the Internet. This permits the player to access his or her golfing data and analyses of it from any Internet access point.

Drawings

Figure1: Cellular Phone Handset With Graphic Golf Round Data Capability

Figure2: Schematic Block Diagram of Components of Cellular Phone Handset With Graphic Golf Round Data Capability

Figure 3a: Telemetry Equipped Golf Club

Figure 3b: Schematic Block Diagram of Components of Radio Telemetry Unit

Figure 3c: Passive Telemetry Unit Cross Section

Figure 3d: Schematic Block Diagram of Components of Built-in Radio Telemetry Unit

Figure 4a: Graphic Display Prior to a Second Stroke on a Hole

Figure 4b: Graphic Display Prior to a Putt

Figure 5: A Souvenir Map of a Course and Round

Description

Figure 1 shows a perspective view of a cellular phone handset with a graphic golf round data capability. The outer case **1** is of the type typical of a cellular handsets. It is lightweight, breakage resistant, and resistant to environmental effects. The antenna **2** converts cellular and radio location radio waves into electrical signals for processing by circuits inside the case **1**. The antenna **2** also converts cellular phone signals into radio waves when the handset is transmitting. Speaker **3** and microphone **4** apertures in the case allow sound out and in. Contacts **5** on the outside of the case permit battery charging and serial data communication with other data handling devices. A conventional telephone keypad **6** is provided for entering telephone numbers. The send button **7** enables telephone numbers entered to be connected. The end button **8** is used to end calls and turn power on or off. The menu button **9** lets the user call up a main menu to select among the available operating modes of the handset. These modes can include phone, email, web, golf, GPS, golf/phone, and GPS/phone. These particular labels assume that the radio location system used is the Global Positioning System. The cursor button **10** allows the user to increment the cursor from one item to the next on the display **11**. The increase button **12** lets the user increase the value of a cursor selected item and the decrease button **13** lets the user decrease the selected item. The ok button **14** allows the user to enter data and activate the chosen items and values displayed. Display **11** is show as a standard 320 pixel by 240 pixel unit oriented 240 wide by 320 high.

The alphanumeric information for the user is along the edges of the display **11**. The mode display **15** shows the current operating mode. In the example shown in Figure 1 the mode is "PLAY GOLF". The identifying initials of the current user are shown at **16**. The hole being played is shown at **17**. The number at **18** is the minutes remaining to complete the present hole if the players are to maintain a course management prescribed schedule of play. The yards **19** from the player's present position **31** to the central area of the green **25** is displayed. The club **20** the player intends to use for the next stroke is shown. The number of strokes **21** already used on the hole is displayed.

The central portion of display **11** shows a graphical representation of the hole being played. Items shown are the tee box **22**, the fairway boundary indicated by a dashed line **23**, the putting green boundary indicated by a solid line **24**, the location of the central portion of the

green indicated by the plus mark **25**, bunkers indicated by stippled regions **26**, standing waters hazards indicated by the dashed area **27**, flowing water hazard indicated by multiple lines **28**, trees **29**, out of bounds regions indicated by crosshatched area **30**, the player's present position indicated by the x **31**, the intended direction for the next stroke shown by the long-short dashed line **32**, and the probable region the ball will land is shown by the dotted oval **33**.

Figure 2 shows a schematic block diagram of the operating components of the cellular telephone handset with graphic golf round data capability. The microprocessor **34** which can be any of several widely known and available integrated circuits executes instructions from the program memory **41**, receives and transmits data, and manages the overall operation of the handset. The antenna **2** converts cellular telephone and radiolocation radio waves into electrical signals for the radio location receiver **35** and the cellular telephone transceiver **36**. The radiolocation receiver **35** can be made from commercially available chip sets which process signals from the Global Positioning System; it could also be some other radio location receiver such as one based upon sensing the time delays to send signals between the handset and each of two different cellular towers.

The microphone **37** converts speech and other sounds into electrical signals which are amplified and coupled to the telephone transceiver **36** and the microprocessor **34**. A/D converter **38** digitizes the analog signals and passes the digitized representation of the sound information to the microprocessor **34**. The loudspeaker **40** is connected to the cellular telephone transceiver **36** to let the user hear phone messages and through D/A converter **39** to allow microprocessor **34** generated audible signals to the user. The D/A converter **39** converts digital signals from the microprocessor **34** into analog signals to drive the loudspeaker subsystem **40** which would typically contain a power amplifier and a electrical to acoustic transducer.

The program memory **41** retains the program instructions and would preferably be a non-volatile type such as flash memory, EPROM, EEPROM or battery backed RAM. The telephone I.D. memory **42** is also non-volatile and retains telephone number, serial number and account information necessary for the cellular system to recognize and connect to a particular handset. In practice memories **41** and **42** could in fact be combined within a single integrated circuit. Course data memory **43** retains golf course layout information used to generate

graphical displays and alphanumeric data displays as a round of golf is played. The player data memory **44** retains information about one or more players' skill levels. This information is accumulated from previous rounds played by each user and loaded into the player data memory **44** prior to starting a round of play. The round data memory **45** retains data for all strokes taken by one or more players during a round of play. The stroke data for each stroke includes the location of the stroke, the club used, the hole being played, the time of the stroke, and the identity of the player making the stroke. The RAM random access memory **46** is the usual utility memory for variables and computations common to systems with microprocessors.

The key switches **47** are activated by the user operated buttons to allow user data inputs to the system. The data transfer interface **48** permits the handset to exchange data with one or more computers which retain the required databases. The interface could for example be a simple RS-232 standard serial port, an infrared optical link, an RF link such as the Bluetooth standard. The battery and power supply **49** stores enough energy to operate the handset for at least one round of golf and supplies electrical power to the other components of the handset.

Figure 3-A shows a perspective view of the lower portion of a golf club equipped with a telemetry unit which sends data to the hand-held unit of Figure 1. The club **50** is shown with a short portion of the club shaft **51**. The telemetry unit **52** affixed to the shaft near its lower end as shown. The telemetry unit communicates to the hand held data unit of Figure 1 the fact that a particular club is being used to make a stroke.

Figure 3-B shows a schematic block diagram of the components of a radio telemetry version of telemetry unit **52**. The accelerometer **55** detects club head motion which is perpendicular to both the top face edge **54** and the shaft centerline **53**. That information is passed to the motion detector **56** which turns on the transmitter **57** to send a coded radio signal. The code number transmitted uniquely identifies the player and club being used since each individual telemetry unit **52** that is used on a golf course has its own unique preassigned identifying code. The battery **58** powers the telemetry unit **52**. The transmission frequency of the transmitter **57** is chosen to match that of one of the several radio receivers in the handset shown in Figure 1. These receiver frequencies include the radio location frequency, cellular frequency or frequencies and the frequency of any receiver in the data transfer interface **48**.

Figure 3c shows a cross section of a passive acoustic telemetry unit. The cross section plane contains line **53** and is parallel to line **54**. Holes **59**, **60**, **61** and **62** each emit a whistle tone as the club is swung rapidly providing a strong airflow over their open ends. The pitch of each tone is determined by the length of each hole. Shorter holes emit higher pitch tones. The holes can be kept short enough to make all the tones above the human hearing tonal range and therefore inaudible. Any of up to three of the tones can be silenced by omitting its corresponding hole. This provides 15 unique tone pattern combinations allowing each club a player carries to be assigned its own tone pattern. The natural click sound when the club contacts the ball provides an acoustic signal indicating that a stroke has been taken. Microphone **37** and A/D converter **38** convey the tone patterns and clicks to the microprocessor **34** where the information is processed to determine that a stroke has been taken with a particular club. Short putts do not make enough sound to register automatically and are therefore entered manually by the player.

The telemetry versions in figures 3a, 3b and 3c can be applied to existing golf clubs. If the Telemetry capability is built into clubs during their manufacture then tone generating holes like **59**, **60**, **61** and **62** can be placed in the club heads. Radio telemetry can also be efficiently built into clubs during their manufacture. Figure 3d shows a schematic block diagram of components of a built-in radio telemetry unit. The hand grip switch **63** detects that the player has gripped the club and activates the ball contact detector **64**. The hand grip switch **63** can take any of several forms. It could be a simple pressure sensitive contact which completes a circuit; it could be a piezoelectric sensor and threshold detector; or it could be a piezoresistive sensor and threshold detector. The ball contact detector can be a microphone embedded in the club head, an accelerometer in the club head, or a piezoelectric or piezoresistive surface on the club face. When the ball contact detector **64** detects ball contact it activates the coded radio transmitter **65** which is like **57**. The battery **66** can be conveniently mounted inside the club handle where it is easy to replace and can also be reasonably large without significantly changing the player's swing motion.

Operation

Before the hand-held unit in Figure 1 can be used it must be loaded with coarse and player specific information. If an analog or digital cellular telephone connection is available then

the player dials a predetermined telephone number. Based upon the location of the hand-held unit as determined by its radio location capability the player receives a list of nearby golf courses. If he or she happens to be near the clubhouse of a golf course the list consists of the courses served by that clubhouse. If the player is not near a course clubhouse he or she receives an alphabetical list of nearby courses with a "more selections" line at the bottom a list to permit the list to be expanded until the desired course is found. Allowing for an expanded list of the golf courses permits the user to preload the hand-held unit at any time before play is to begin. This capability is particularly useful if cellular coverage does not extend to the golf course to be played. Selecting the desired course starts the course data download. Course data consists of tee and green locations measured in the geographic coordinates used by the radiolocation capability of the hand-held unit. If the hand-held unit has a graphical display then course information also includes a course map containing the features to be displayed for each hole. The player then enters or his or her identity to start a download of player specific data. If the display **11** does not include a graphics capability the player specific data is the mean distance achieved with each club in past play. If display **11** can show a graphic representation of each hole being played then the player specific data includes the lengths and widths of the elliptical patterns **33** containing 50% of the results of previous shots taken with each of the player's clubs, omitting the putter. If adequate past playing statistics for a golfer are not available then statistics for a player of average skill are entered. Any telemetry codes that identify the player's telemetry equipped clubs are also downloaded. If a hand-held unit is to be used by more than one player then player specific information for the other players who will use the unit is also downloaded.

If course management desires to use it, the two way communication capability can be used to assign a tee time when play is to begin at the first tee, set whether the distance information display **19, 33** is on or off, set whether or not distances are to be displayed on the hand-held unit if it is near the center of the green, set whether the pacing timer **18** is on or off, and collect payment of green and cart rental fees. Complete blanking of the distance display would be necessary for the remaining features of the system to be used in tournament play since the normal rules of golf prohibit the use of range finding devices in such play.

If the cellular capability is unavailable then data is transferred using the data transfer interface **48**. The data transfer interface **48** connects to some device such as a personal

computer and downloads the same information as above from a local database or from remote central database. The remote central database can be maintained on an Internet site.

After the data has been transferred to the hand-held unit the player display **16** shows identifying initials for the first player entered into the hand-held unit's memory, the hole number display **17** shows 0 because no hole has begun yet, the time display shows the minutes remaining until tee time for the starting tee, the distance display **19** shows the distance to the starting tee if it is less than 1000 yards, the club display **20** is blank as is the stroke count display **21**. If the time remaining until tee time exceeds 60 minutes then the time remaining display shows hours and minutes remaining separated by a colon. The distance display goes blank if there is insufficient received radio signal strength to produce an accurate measurement of position. This feature alerts the user to the need to reposition the hand-held unit.

On heavy course usage days which are typically weekend days with pleasant weather slow play is a problem for course management. To combat slow play the pacing feature has been incorporated in this invention. When it is active the time remaining display **18** on the hand-held unit shows the time remaining to play out the present hole and get to the next tee. For most players this gentle reminder would be sufficient to cause them to keep up their play pace adequately and not, for example, consume too much time hunting a hopelessly lost ball. However, the management can also use the time remaining display to make rules prohibiting slow play if that is necessary. There could be a busy course rule for example which states that a playing group loses its tee time on any hole if the fairway in front is clear and they have not left the tee before the next following group's tee time for that hole. The slow players would then have to stand aside and let the impeded following group play through and try to fit themselves into the following player stream or skip that hole and go to the next. Since the hand-held unit records the locations of all player groups on the course as they make strokes and the times at which they were there, it would be possible for management to identify habitual slow players and prohibit them from playing on busy days. A scheduled intermission feature between holes 9 and 10 recognizes the fact that courses are usually laid out to bring the players back so the clubhouse between holes 9 and 10. On hot days they are likely to appreciate a lengthened cooling break for refreshment. The time to the next tee display **18** provides an easy and convenient way for players to take a break without impeding play. Management in scheduling the pacing feature simply adds the desired break time to the scheduled time to play hole number

9. The scheduled break between holes 9 and 10 also puts some slack in the playing schedule to allow slower players to get back on time.

The distance displayed **19** is the distance from the present location to the next objective on the course. The radiolocation receiver **35** and microcomputer **34** determine the present location of the hand-held unit on the course. The location of the desired course objective has previously been stored in the hand-held unit memory. The microcomputer **34** in the hand-held unit uses this information in conjunction with its program instructions to compute the distance between the two points in a manner well known by those skilled in the art. In the interests of speeding play course management may choose to activate the close to the pin feature which causes the distance display to show "<20" when the hand-held unit is less than 20 yards from the center of the green. This feature reduces distractions for players when they are close enough to the pin to clearly judge distances for themselves and are likely playing putting strokes.

The next club display **20** designates the numbered driver clubs as a number followed by a lower case letter d, the numbered iron clubs by a numeral followed by a lower case letter i, and the unnumbered clubs by two upper case letters such as P for the putter, PW for the pitching wedge, and SW for the sand wedge.

When the time display **18** goes to zero indicating that tee time for the starting tee has arrived the hole number display **17** changes to the number of the starting tee. The distance display **19** shows the distance to the corresponding green. It sometimes happens that players begin on hole 10 rather than 1 if for example they are going to play only 9 holes or there is course maintenance in progress on holes 1 through 9. The next club display **20** shows the club which the player identified by the player initial **16** would typically use if that player's previous club use statistics have been entered into hand-held unit player data memory **44**. In the absence of statistics for a particular player the next club display would show the club which would be used by an average player. The stroke display shows a 0 because no strokes have yet been consumed on the hole. At this point in the use cycle the next club display **20** is blinking to indicate that it can be changed by the player by using the increase button **12** or the decrease button **13** on the hand-held unit. The player can also use the cursor button **10** to select which display item blinks and can be changed by the increase or decrease buttons **12** and **13**. Each

After a stroke is registered automatically or by pressing the OK button **14** the display changes in one of two ways depending upon whether the hand-held unit is being used by a single or multiple players. If a single player is using it then after a stroke is recorded the stroke

After each stroke on a hole the player moves to the ball's new location and the graphical display **11** changes as shown in Figure 4. The display shows the portion of the golf course between the player's position **30** and the green **25**. In the particular example shown in Figure 4a

the player is in an adjacent fairway while playing hole number 3 shown on hole display **17**, has 9 minutes remaining to complete the hole as shown on the time display **18**, is 95 yards from the middle of the green as shown on the distance display **19**, has chosen to use a nine iron as shown by the next club display **20**, has a 50% probability that the ball will land within contour **33**, and has previously used one stroke on the hole as shown on the stroke display **21**.

When the player reaches the green the display changes as shown in Figure 4b. Shown on the display are the edge of the green **24**, the player's location **30**, the cup **67**, and a straight line **68**, between the player and the cup. The contour of the green and the grain of the grass impose forces on the ball tending to slow or speed it and tending to make it break from the ideal straight line **68**. Those forces pushing on the ball are displayed as lines **70** toward successive possible ball positions along line **68**. The length of each line toward a ball position is proportional to the magnitude of the force at that position on the green. The direction of lines **70** indicate the direction of the force pressing on the ball at each position. In the particular example in Figure 4b the ball traveling along line **68** would experience a small accelerating force with a break toward the left at all places except at and immediately before and after position **69**. At position **69** the ball experiences a retarding force and a significant break to the right due to a transition up a short incline to a higher level near the cup. The distance display **19** shows an estimate of the distance the putt will break left or right from a straight line between the player's position and the cup. In the particular example shown in Figure 4b the handheld unit has estimated from the green contour and position data that the putt will break 2 feet to the right.

If multiple players are sharing a hand-held unit then after a stroke is registered by pressing the OK button **14** the display changes to show the stroke count **21** increased by one and no display elements blinking for an interval of about 5 seconds. After the 5 second interval for the first player to see what has been registered the displayed player initials **16** change to those for another player and blink. If the player designated is the next to take a stroke then that player simply moves to his or her ball, presses the cursor button **10** to make the next club display **20** blink, adjusts the club display to the club chosen using the increase **12** or decrease **13** button, presses cursor button **10** to make the direction line **32** blink, moves the line display with increase **12** or decrease **13** buttons, and registers a stroke by pressing the OK button. Thus it is seen that two players can share a hand-held unit with nearly the same ease of operation as a single player. Four players sharing a hand-held unit would easily use the

increase **12** or decrease **13** buttons to select the correct player initials before each stroke. Yet at any time the cursor button **10** and increase **12** and decrease **13** buttons can be used to correct the displayed club, stroke count, and hole number for any of the players.

If no button is pressed within 15 minutes since the last button press then the hand-held unit automatically records its present position in memory to facilitate slow play detection.

At any time there are two other hand held unit golf operating modes in addition to PLAY which players can access by pressing menu button **9**, the cursor button **10** to move the cursor to golf, the OK button **14** to select golf and make the display show the three available golf modes which are named PLAY, CARD and SHOW. A golf mode is selected using the cursor **10** and OK **14** buttons. PLAY is the round data collection playing mode described above. The CARD mode causes the display to show a player's score card for the round up to the present hole. The SHOW mode displays previous strokes taken during a round. To show previous stroke the hand-held units' buttons are used to set the hole number **17** and the stroke number **21**. The graphical display then shows a line extending from the location where the stroke was taken to the location of the next stroke. The club display **20** shows the club used for that particular stroke. The direction display line **32** shows the stroke's intended direction. The distance display **19** shows the distance achieved with the caption changed from "YRDS TO GREEN" to simply "YARDS". If the stroke was the final stroke on a hole then an X shows the location of that final stroke without any direction or distance information display. This SHOW mode lets a player review any previous stroke in a round or replay the entire round if that is desired.

After play for a round is finished the data collected for each player using a hand-held unit is up loaded to a database. The database contains information on previous rounds played by each player and is the source of information about player performance. The database can be maintained on a local computer, at some remote central site preferably accessible by the Internet, or copies of the database can be maintained at both local and remote central locations. If the cellular telephone service is available the upload data transfer can be accomplished by dialing a predetermined telephone number to establish a connection with the computer maintaining the player's database. Alternatively the data transfer interface **48** can be used to connect with a local computer. Data transferred to a local computer can be entered into a locally maintained database for the player and/or forwarded onto the player's remote central

database.

Where ever the database is maintained, several outputs can be generated from it. The database contains the identity of the player and the course, the location of each stroke taken during a round, and the data and time of play. For any particular round a souvenir plot of the course and the path of the strokes taken by the player can be printed along with a scorecard as shown in Figure 5. Certificates commemorating special events such as a hole-in-one, handicap reduction, or other significant improvement can be printed. Past play data allows each player's performance to be analyzed. The distance and directional accuracy of each stroke taken with each club can be computed from the ball position data stored. From these data the probable result contour **33** for each club can be computed for a player. The player's skills in separate portions of the game such as driving, approach shots, sand trap strokes, and putting can be compared with averages for players of similar skill level to determine which portion should be worked on first to gain improvement in game scores.

Conclusion and Scope

From the above description it is seen that the present invention is a significant improvement over the previous golf round data system. It collects more accuracy data, presents it to the player more conveniently, takes advantage of cellular telephone capabilities, does not necessarily need equipment installation at the golf course, and makes the resulting data easily accessible to the player anywhere there is Internet access.

The particular embodiment described above is not the only possible configuration of this invention. For example, the monochrome graphic display described could be changed to a multicolor unit to use colored regions in place of lines to designate course areas. The probable result display could be shown as a rectangle rather than an ellipse; or the probable result could be shown as a scatter plot displaying the range and accuracy of previous strokes taken with the chosen club. The displayed objective on the green could be the cup rather than the center of the green surface. The hand-held unit could be made smaller and less expensive by substituting an alphanumeric display for the graphic display described, and the device would still be a significant improvement over the previous art. The cellular feature could be omitted for hand-held units which are always to be used at a course equipped with local data transfer capability, and they would cost less and serve the players just as well. The collected round data

could be maintained on some other easily accessible data repository instead of the Internet web site described. Accordingly, the scope of the invention should be determined not by the particular embodiment illustrated, but by the appended claims and their legal equivalents.